NES-X3-USA

ALIEN 3™

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for use with the
Nintendo
ENTERTAINMENT
SYSTEM®

GAME PAK
INSTRUCTIONS

LJN LTD.®

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PRECAUTIONS:

1. Do not store this game in places that are very hot or very cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television set may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither LJN, Inc. nor Nintendo of America, Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

THE FUTURE IS NOW

As they are propelled through the infinite depths of space, Ripley, Newt and Hicks hypersleep within their cryotubes, unaware that, by the insensitive hand of fate, their long journey is about to be prematurely interrupted. Also unknown to the hyper-sleeping Ripley, is the fact that an alien has managed to infest itself within her. It's 'brain' responding to an unusual malfunction, the ship SULACO ejects the EEV containing the cryotubes.

As the SULACO plummets helplessly through space, the EEV is hurled out of its hold and crashes on an isolated section of the mining planet and "penal colony", FIORINA 161. This is a place so dark, so dreary, so deep in space that it has all but been forgotten by civilization. For its inhabitants, salvation seems hopeless.

Upon impact, the EEV is seriously damaged and the cryotubes holding Newt and Hicks are shattered, leaving them dead. Bishop, the android,

is shattered and reduced to negative capability, while Ripley is left unconscious, but alive.

The planet FIORINA 161 is inhabited by hard-core individuals who are convicts serving time in this maximum security facility. These outcasts were left on the planet as a maintenance crew. They are joined in this "other-worldly existence" by a medical officer and two supervisors. The men are thieves, rapists, murderers...the worst of the worst.

Clemens, the medical officer, is able to rescue Ripley and "bring her back to life." Suspecting that the aliens have followed her to FIORINA 161, Ripley attempts to prove her worst fears are true. She knows that "The Company," the private corporation that financed her many space explorations, considers the aliens to be an important species and has ordered them not to be harmed. The "Company" has millions of dollars invested in the

"Alien Retrieval Project" which would bring this strain of hideous killing machines back to earth to be used for world domination.

Ripley is aware of their devious plan and knows that they must be stopped.

Ripley's worst fears have now become true. She has indeed brought the aliens to FIORINA 161 and they are now growing in number and will eventually find a way to leave this barren planet and make their way to a more populated...more civilized world. Earth.

Ripley now takes on her most important assignment. She must rescue the aliens' captives, and find and destroy the aliens themselves.

That thumping...is your heartbeat... as you get set to confront the Alien terror.

LOADING INSTRUCTIONS

1. Set up your Nintendo Entertainment System® as described in the Nintendo Entertainment System® manual.

2. Make sure you have the power switch OFF.

3. Insert the Alien 3™ Game Pak as described in your Nintendo Entertainment System® instruction manual.

4. Turn the power switch ON.

IMPORTANT: You should always make sure that the System is OFF, before you insert or remove the Alien 3™ Game Pak.

GETTING OFF TO A QUICK START

YOU HAVE OPTIONS

At the Alien 3™ title screen, choose options by pressing START on the Nintendo Entertainment System® controller to bring up the Options selections.

- START - Press any button to begin a new game.

- Music ON/OFF - Press any button to toggle the sound effect 'on' or 'off '.

- Sound Effects ON/OFF - Press any button to toggle the sound effects 'on' or 'off '.

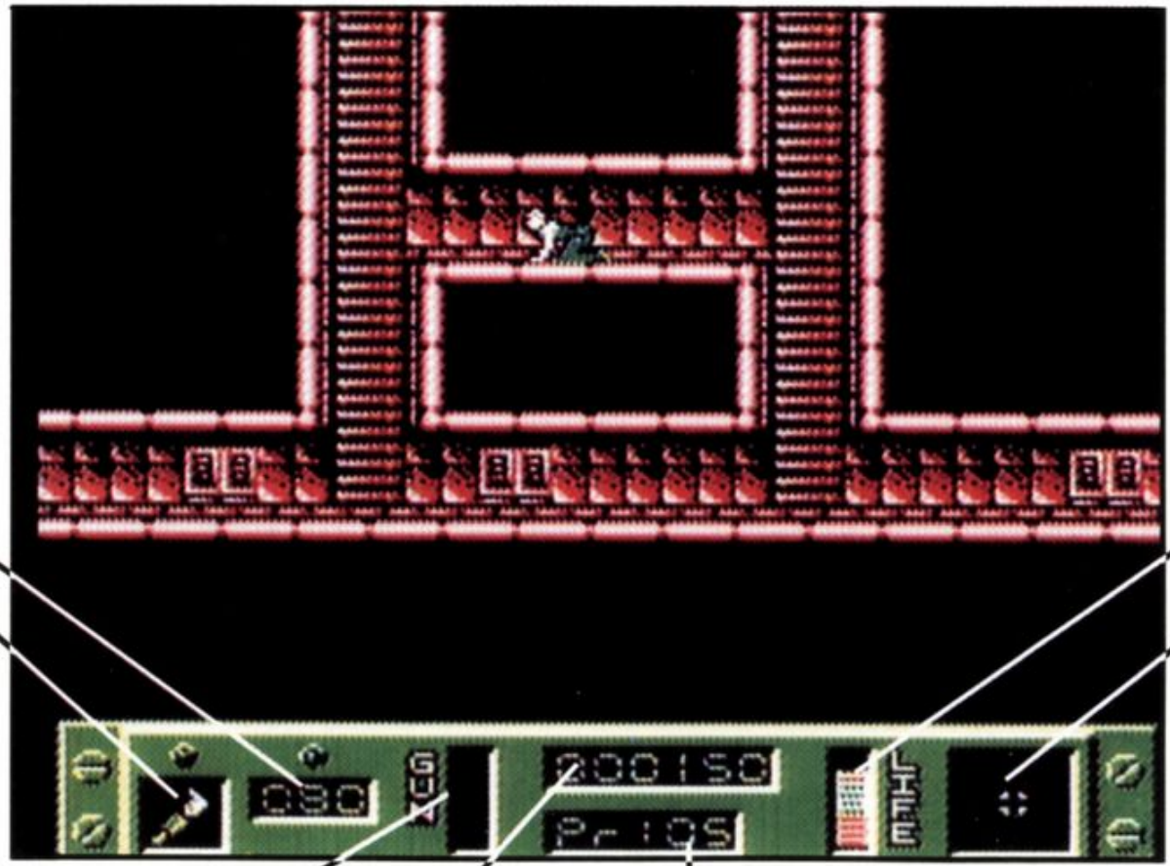
- CONFIGURE (Difficulty levels and Sound samples)

- Game Mode - Choose to play an EASY, NORMAL or HARD game.

- Play Tune - Sample the Alien 3™ game music.

- Play Sound - Sample the Alien 3™ game sound effects.

THE TASK AT HAND

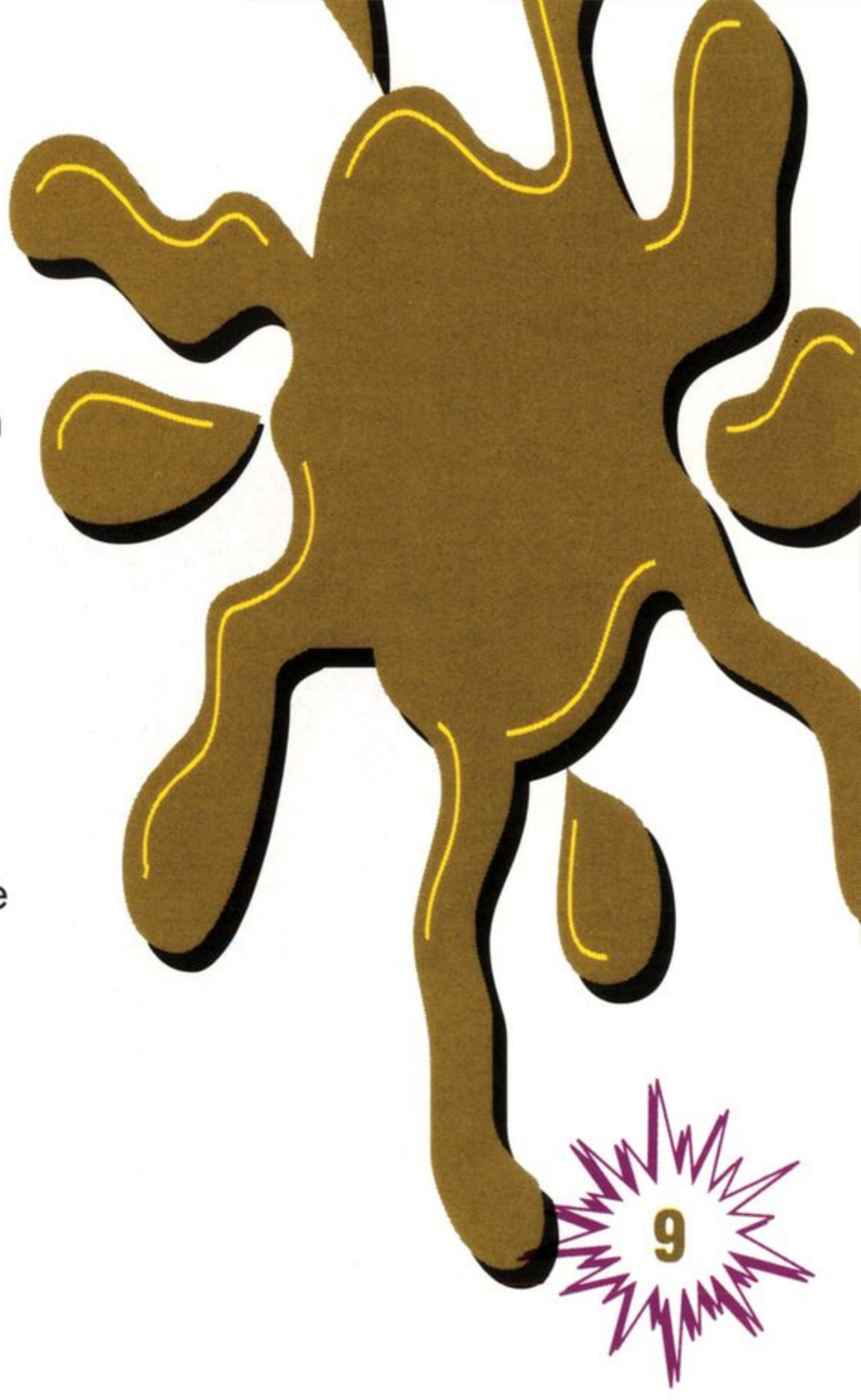


YOU CAN NEVER HAVE ENOUGH FIRE POWER

Your arsenal of weapons is recorded in the status area at the bottom of the screen. Use SELECT to view and choose your weapons in the window to the far left. The 'Ammo'meter is next to your weapon selection. As you use the ammunition to kill the aliens, it will automatically count down. The 'Gun' meter registers the rate at which your weapon is heating up. Keep track of this or your weapon will seize.

The 'Score' meter is located to the right of the 'Gun' meter. The time and the amount of prisoners left to rescue are registered on the meter just under the 'Score' meter.

Next, and to the right, you will find Ripley's life meter. Its energy can be replenished by finding first-aid 'pick ups' If you're cautious, these will not be a necessity.



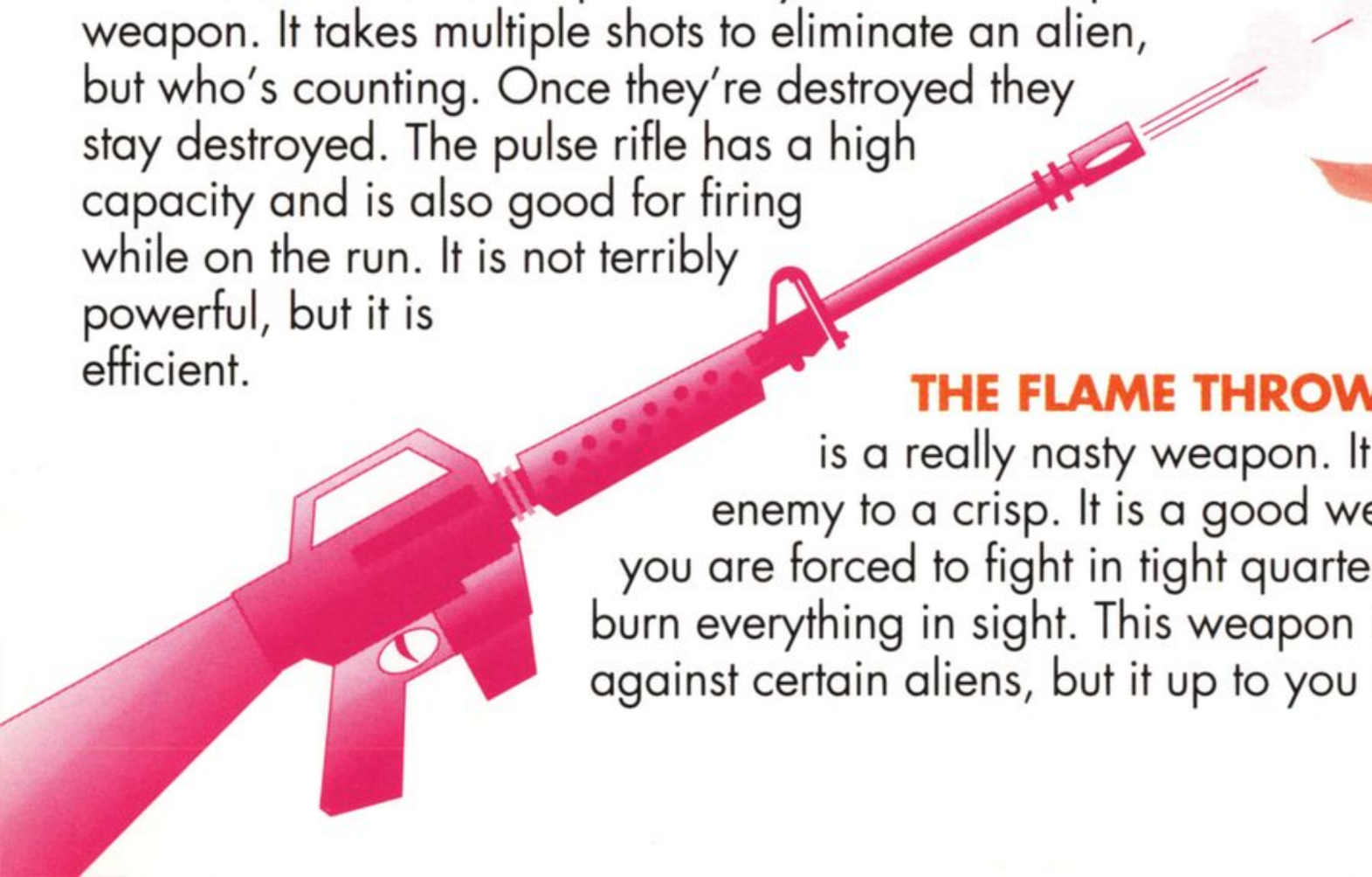
The radar screen can be found to the far right in the status area. It will be activated when and if you find batteries to power it. (See Reconnaisance.)

CHANGE WEAPONS-CHANGE STRATEGY

The Grenade Launcher and the Hand Grenades are so powerful that you will find their result to be more "immediate" than that of the Pulse Rifle or Flame Thrower. Don't be afraid to "let loose" with your weapons on the aliens. It's either them or you...and it might as well be them. Don't give them a second chance.

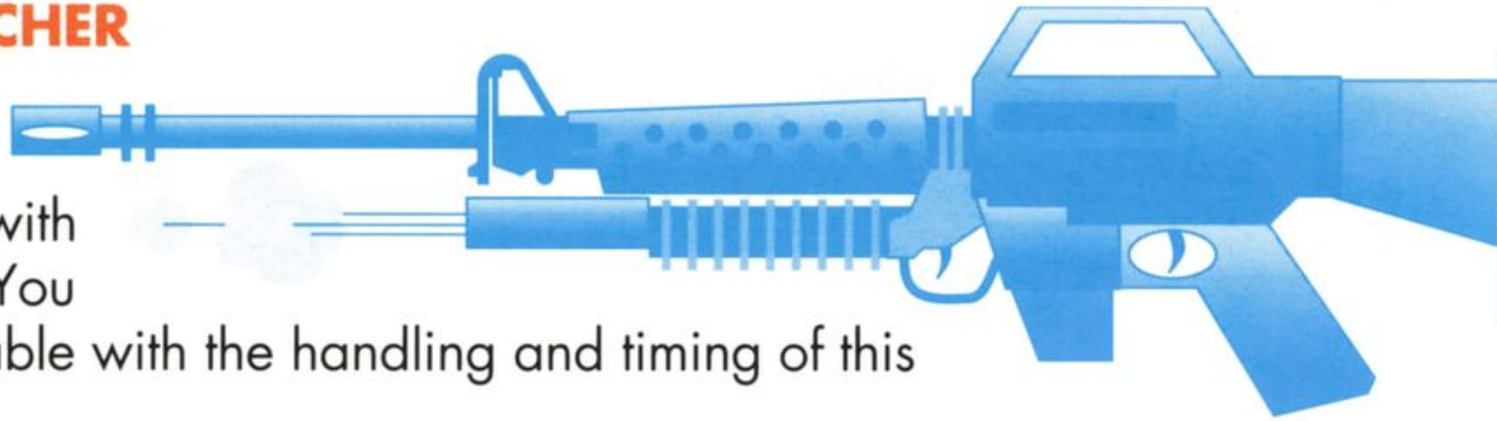
THE ARSENAL

THE PULSE RIFLE is a primitive, yet effective, rapid fire weapon. It takes multiple shots to eliminate an alien, but who's counting. Once they're destroyed they stay destroyed. The pulse rifle has a high capacity and is also good for firing while on the run. It is not terribly powerful, but it is efficient.



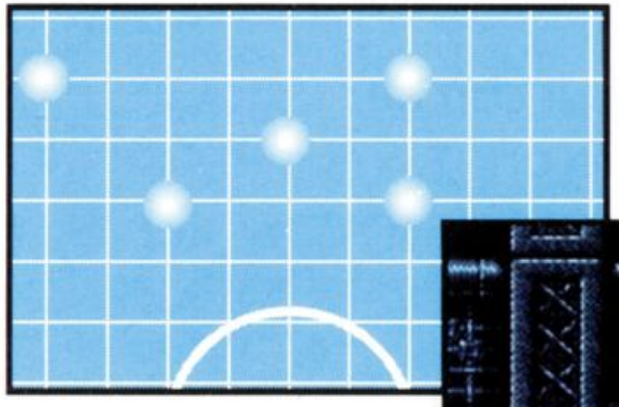
THE FLAME THROWER is a really nasty weapon. It fries your enemy to a crisp. It is a good weapon to use when you are forced to fight in tight quarters. Just spin around and burn everything in sight. This weapon is especially effective against certain aliens, but it up to you to find out which ones.

THE GRENADE LAUNCHER is the most powertul weapon in your arsenal. It combines good range with a high level of damage. You have to become comfortable with the handling and timing of this weapon!



THE HAND GRENADE weapon offers a variety of benefits. It can be dropped down holes and tossed around corners. Throw it into a darkened area before risking entry. Don't forget though, that a grenade has a timer. Make sure you release it and stand clear before it's too late.

RECONNAISSANCE

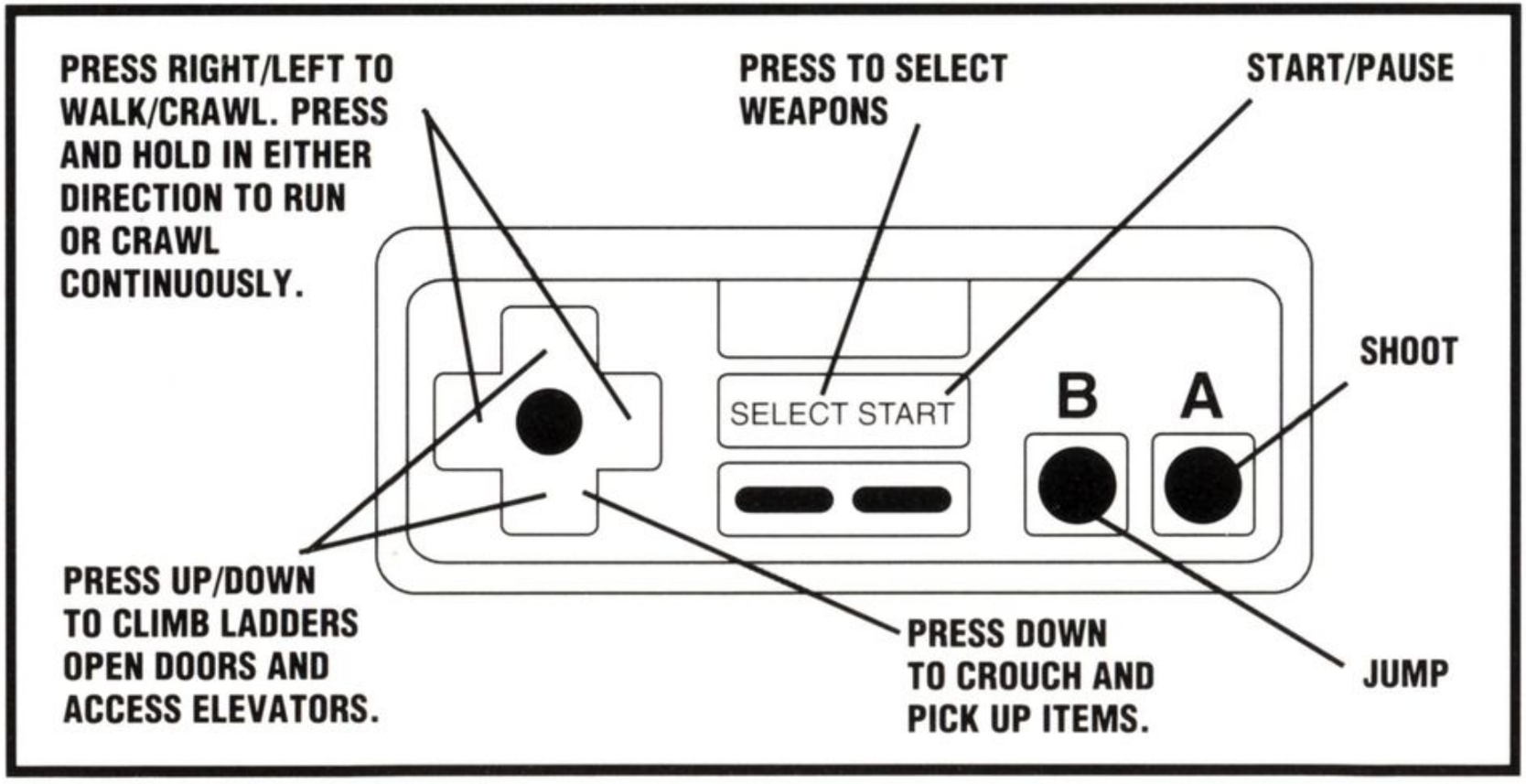


Activate the Radar Screen in the lower right-hand corner of screen by picking up batteries.

The prisoners have been separated and isolated. You can locate them on the Radar Screen, but locating them is not the same as actually reaching them. This high security facility has been designed in such a way that it includes the most confusing and frustrating "maze like" series of passage ways, ladders and tunnels that you will ever see. You might find that the easiest way to reach a prisoner is not necessarily the shortest way. Consider all of your options before you run off into the darkness.

YOU MUST ASSUME CONTROL

For best game play, learn the different button functions before you start.


PRESS RIGHT/LEFT TO WALK/CRAWL. PRESS AND HOLD IN EITHER DIRECTION TO RUN OR CRAWL CONTINUOUSLY.
PRESS TO SELECT WEAPONS
START/PAUSE
SHOOT
SELECT START
B
A
PRESS UP/DOWN TO CLIMB LADDERS OPEN DOORS AND ACCESS ELEVATORS.
PRESS DOWN TO CROUCH AND PICK UP ITEMS.
JUMP

TIMING IS ESSENTIAL

Each "Stage" must be completed within a certain time period. Time varies from Stage to Stage. As you enter a Stage, check the clock...you can continue to check your time as you race from prisoner to prisoner.

Search the entire subterranean, mineral ore refinery for hidden aliens, pick-ups and bonus ammunition. You never know what you'll stumble across as you explore the maximum security work-correctional facility.

As you go from Stage to Stage, explore every air shaft, crawl through every tunnel, check inside every cavern. You know the drill...seek and destroy, but keep alert. Always. There is no "time to relax".

SCORING

Increase your score as you make your way through the prison's dark and dreary interior.

POINT VALUES:

Liberate a prisoner	**150**
Destroy an adult alien	**50**
Destroy guardian alien	**50**
Eliminate a face-hugger	**30**
Blow up a pod	**30**
Collect icon	**10**

WHAT ARE THESE THINGS?

Adult aliens are very large, very fast and very powerful. They are killers! They want to destroy everyone. Some will attack head-on and others will spit their lethal acid blood at you. No matter which type you are facing, use extreme caution.

The face-huggers are a completely different story. They are parasites who want to invade your body and use you as a "host" for bringing more aliens into the world. When they attach themselves to your face, they suck all the Life and Energy out of you.

ESCAPING THE GRASP OF THE FACE-HUGGERS

To shake them loose, toggle rapidly between the LEFT and RIGHT ARROWS on the Nintendo Entertainment System® controller. Be fast, because as long as the "hugger" hangs on, you are immobilized and the clock is running down.

THE TIME HAS COME

There is no more time for thought. It is now time for action. It might appear to be hopeless, but you still must search everywhere...crawl through every blackened tunnel, jump through every opening in the walls. You must destroy every hidden alien pod before the beasts have a chance to hatch. Leave one of these unharmed and you just might be allowing the alien population to start all over again.

Take chances if you have to. Dive into the blackness. Secret rooms might be holding rewards or hiding dangers, but there is no way of finding out unless you "go for it".

Remember it is only you who stands in the way of the aliens' total domination of the planet...and possibly the universe. You who must put your life on the line. To bring to an end, once and for all, a creature who has been haunting you for far too long. The aliens must be stopped here. Stopped now!

You must search everywhere. Jump through the wall, crawl through the black tunnel to reach every secret room. Destroy every hidden alien pod. The survival of even one alien could mean that Earth is in danger.

Dive into the blackness. Pick up ammunition in secret rooms. You have to work blind, but it's worth the bonus.

Without you, the aliens will take over. Remember, they bleed acid – they hunger for humans – they destroy their host.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No.004-000-00345-4.

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HE'S BACK!

On Game Boy

It's all the explosive action of the blockbuster arcade smash! You are a T-800 Terminator sent back from the future to prevent Judgment Day!

SHE'S BACK!

On Super NES and Game Boy

The Aliens are fast, spit acid and are right behind YOU! No time to think, no time to catch your breath...RUN!

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